Waddingtons® 2001

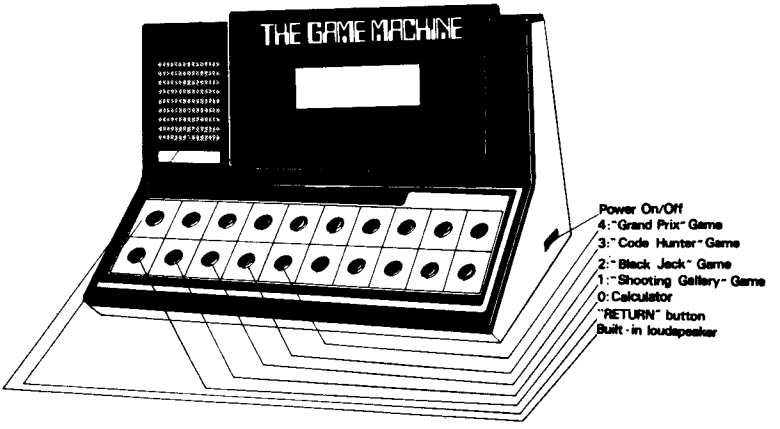
THE GAME MACHINE™

(For 1 or more players)

4 COMPUTER GAMES

Game No. 1 – Shooting Gallery
Game No. 2 – Black Jack
Game No. 3 – Code Hunter
Game No. 4 – Grand Prix

Plus a 4 Function Calculator



GENERAL DESCRIPTION

The Game Machine is a unique microprocessor/computer, electronic game and calculator that consists of one plastic case and four sets of plastic coated card overlays. These overlays will aid you in playing the 4 games. At your command this "microcomputer" has been programed to perform mathematical calculations as any common calculator, or it will play any of the 4 programed games.

Information about the Game Machine:

1. Proper Care:

As in any computer the Game Machine is made of many delicate electronic parts, therefore:

- Never take the Game Machine apart.
- Be careful not to drop the Game Machine.
- Do not bang the keys.
- Do not let the Game Machine become wet or damp.
- Caution: when inserting batteries or an A/C adaptor, the powder switch should be in the off position.

2. Power:

Batteries – insert 6 – 1.5 Volt "C" size batteries to the bottom of the Game Machine. Your Game Machine will work on regular "C" cells however, alkaline batteries are recommended, as they will last up to 30 hours of use compared to 6 to 8 hours with regular batteries.

AC Adaptor – the following A.C. adaptors have been approved for the Game Machine:

- Radio Shack # 2701551
- Dynamic Instruments # TV 679-5

When using even these adaptors, the Game Machine may operate erratically when you turn the switch "on". If the rotating numbers 4 – 3 – 2 – 1 – 0 do not immediately appear, turn the machine "off" and switch back to "on". You may repeat this as many times as necessary until the machine operates properly. If you cannot conveniently locate one of the above adaptors, we recommend you bring your Game Machine to a store to test the adaptor that you are considering.

The adaptor should meet the following specification:

8 Watts
9 Volt
180 MA

Signs of Weak Batteries – Your Game Machine will let you know when the batteries are weak by operating erratically. Funny "Sqiggles", or half numbers will appear on the screen, or you will hear strange sounds from the speaker. Do not be alarmed, a new set of batteries will quickly put your machine back in operating order.

To Install Batteries:

1. Turn machine upside down, remove battery case cover, (see diagram).
2. Place 3 "C" cell batteries as indicated in battery case in top row and 3 "C" cell batteries as indicated in battery case in the bottom row.
3. Snap battery cover in place.

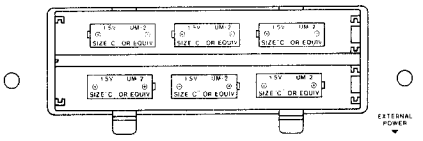


DIAGRAM OF BATTERY CASE

Overlays:
Each game has its own set of overlays. As you select the desired game, place the overlays in place on the machine. One overlay will cover the keyboard and the other will easily go in place if you lay the bottom edge in *first.*

To Operate:

1. Turn the switch on the right side of machine to "ON"
2. The numbers 4 – 3 – 2 – 1 – 0 will flash and rotate on the left side of the screen. The machine is asking you to select a game (4–3–2 –1) or to use it as a calculator (0). It is your choice – simply press the button on the keyboard for what you want!
   Calculator – press "0" button
   Shooting Gallery – press "1" button (SG appears on screen)
   Black Jack – press "2" button (bJ appears on screen)
   Code Hunter – press "3" button (CH appears on screen)
   Grand Prix – press "4" button (GP appears on screen)
3. To change to another game or to the calculator after you have completed a game or a mathematical function, press the yellow "return" button. This button will return the machine to a neutral position so you may repeat the steps in number 2. (NOTE – in the middle of a game the yellow button functions as part of the game being played. It can return a neutral position only at the end of a game.)
4. IMPORTANT – TURN THE GAME MACHINE *OFF WHEN NOT IN USE.*

THE CALCULATOR (Selection Key: 0)
This calculator is simple and fun to operate. It is a basic four-function, seven digit, floating decimal point calculator with one memory storage for chain operations.

Keys and their meanings:
Return – Select other game keys.
MS – Memory Store Key.
MR – Memory Recall Key
+/– – Change Sign Key from plus to minus or minus to plus.
· – Decimal Point Key.
± – Plus Function or Equals key.
≡ – Minus Function or Equals key.
X – Multiply key.
÷ – Divide key.
CL – Clear all keys except memory. To clear memory you must enter 0 and then press M.S.
0–9 – Numerical keys.

CALCULATION EXAMPLES

- **Addition/Subtraction**
  1.23 + 4.56 − 78.90 = −73.11
  CL 1.23 ± 4.56 = 78.90 ± 73.11
- **Multiplication/Division**
  7.89 x 1.23 ÷ 3.21 = 3.023271
  CL 7.89 x 1.23 ÷ 3.21 ± 3.023271
- **Memory operation**
  1.2 + 3.4 = 4.6
  CL 1.2 + 3.4 ± MS 4.6
  5.6 ÷ 4.6 = 1.217391
  CL 5.6 ÷ MR ± 1.217319
- **Error conditions**
  999888 x 222333 (overflow)
  EEEEEEEE
  1.23 ÷ 0 (divided by zero)
  EEEEEEEE

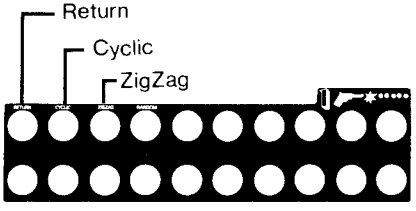
SHOOTING GALLERY:

(Selection key number "1")

After you have selected the Shooting Gallery Game by pressing button number 1, the Shooting Gallery overlays may be placed on the Game Machine. There are 3 target patterns to choose from as indicated on the keyboard overlay: RANDOM, CYCLIC OR ZIGZAG.

Object of the game: Hit the target as often as you can in 30 shots.

Operating keys for shooting gallery:



Cyclic:	Cyclic target pattern start key
Zigzag:	Zigzag target pattern start key
Random:	Random target pattern start key
All 20 keys:	Shooting keys
Return:	Select other games key.

To start game: Depress any one of the following target pattern keys CYCLIC, ZIGZAG OR RANDOM.

How to play: Select which of the three patterns you want to shoot and press that key. There are twenty spaces on the screen which correspond to the twenty keys. The target will appear and move around on the screen. You must "HIT" the proper key at the exact moment the target is displayed on one of the twenty corresponding spaces (see diagram 1 and 2).

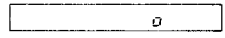
Diagram # 1
Target at one moment.

SCREEN

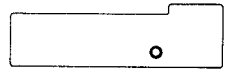
The key to shoot out the target at that moment

KEYBOARD

Be quick, because the target will move:
Diagram # 2



SCREEN *Target is here now*



KEYBOARD *This key will shoot out the target now.*

Scoring: The machine will flash your running score with each hit. When you play more than one game, use the score pads provided to keep track of your progress.

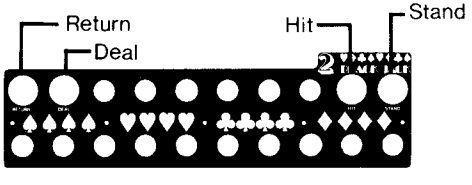
After the game is over: If you want to play another Shooting Gallery Game, simply press another pattern key (CYCLIC, ZIGZAG OR RANDOM) or press the Return key to select one of the other games.

Black Jack: (Selection key number "2")

After you have selected the Black Jack Game by pressing key number 2, the Black Jack overlays may be placed on the Game Machine.

Object of the Game: to be the closest player to 21 points, without going over 21. If a player goes over 21, the player automatically loses.

Operating keys for black jack:



Deal:	First two cards are dealt to player and dealer
Hit:	Player wants another card for his hand.
Stand:	Player willing to stand and wants no more cards. This key will start dealer's turn to deal cards to himself.
Return:	Select other game key, (this key only effective at the end of the game).

Special black jack code:

- A = *Ace can be counter as 1 or 11 by player, but the Game Machine dealer must always count it as 11.*
- 0 = *Ten (10 points)*
- J = *Jack or (10 points)*
- Q = *Queen or (10 points)*
- K = *King or (10 points)*

To start game, Press Deal:

How to play: Study your two cards at the right of the screen and look at the dealers hand at the left. (You are only allowed to see one of his cards – the other card is represented by 3 dashes ≡ .) You then decide to "STAND" or to take another card. If you want another card, press the "HIT" key. You may take as many "HITS" as you want until you are as close to, or have exactly reached 21 points. When you are satisfied with your hand, press the "STAND" key and the Game Machine will complete the round by dealing the rest of the dealers cards. Remember, if you go over 21 you lose.

Black Jack is when a player has an Ace and any one card valued at 10 points. This is an automatic win and can only be tied by another Black Jack.

Special Rules for Dealer:
The dealer has been programed to take another card, as long as his total is less than 17 – the dealer has also been programed not to take another card once his total is 17 or more. This rule is the same as in the Casinos around the world.

Winning:
The winner is the player or the dealer, whichever has the higher hand, 21 points or less. At the end of each deal the winner will be indicated by Flashing and a Trilling sound (a tie is indicated by both number sets flashing at the same time). The letter bJ will then appear on the left hand side of the screen – the Game Machine is now ready for another deal – just press the "Deal" key and a new hand will begin.

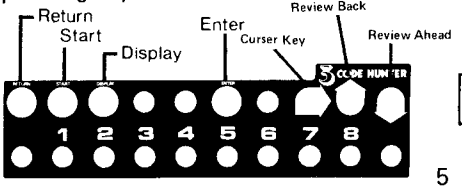
Suggestion:
Use the score pad to keep track of your imaginary bank of $200.00, "Betting" will add to your enjoyment of the game. Just follow the simple instructions on the score sheet to have more fun with your Game Machine playing Black Jack.

Code Hunter: (Selection Key number "3")

After you have selected the Code Hunter Game by pressing key number 3, the Code Hunter overlays may be placed on the Game Machine.

Object of the Game: To discover the 4 digit number code which the Game Machine has hidden in its memory, (only digits 1 through 8 may be used – no zero's or nines). The player is to find this number on the least number of turns possible.

Operating keys for code hunter:



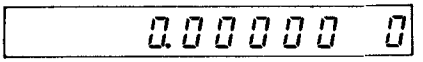
Start: Press this button to start game.
Nos. 1 to 8: Enter four numbers to discover the four digit code.
Enter: Tells the Game Machine your four digit number for the code.

Display: displays the code in the event the player is unable to break the code and wishes to "give up".

Curser: is used to change a number before pressing the enter key. It moves the decimal from one number to another on the display before entering the sequence. The number to the left of the decimal may be changed prior to pressing the entry key.

Review Back and Ahead Keys: these two keys let you review up to the last eight entries. Pressing the Review Back key , reviews your last entry – press it again and your next to last entry will appear on the screen, etc. Once you have reviewed back you can press the Review Ahead key and see more recent entries. It is not necessary to move all the way back to your turn to enter a new number – just press a number and the Game Machine will automatically move you to the correct turn.

How to play: Begin the game Code Hunter by pressing the Start button – the following will be shown on the screen:



Seven zero's are displayed, each in its own column – 1 through 7. Columns 1 through 4 are where the players 4 digit number will be displayed as each number is entered, one at a time starting with column 1. It is also where the Game Machine has its selected code digits. The players digits must match the four hidden digits in the Game Machines memory.

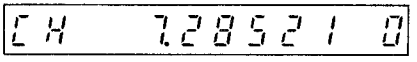
Column # 5 tells how many numbers are correct and that they are in the correct column.

Column # 6 tells how many numbers are correct, but that they are in the wrong column.

Column # 7 keeps track of how many turns have been taken.

Lets go through a typical turn:

First Turn:
Select any 4 numbers as a first guess – let's assume they are 7–2–8–5.
Press the seven button, the two button, the eight button and the five button in that order. These numbers will appear on the screen – check to see that the intended keys were pressed. If an error was made, it can be corrected (see rules for curser). If the numbers on the screen are satisfactory, press the "ENTER" key. Here is what will show up on the screen.



Explanation – columns 1 through 4 are the first guess. The 2 in the 5th column states that two of the numbers entered are correct and are in the right place. The 1 in the 6th column states that in addition to the two numbers which are correct and in the correct place, there is also an additional correct number, but it is in the wrong place. The 0 in the seventh column states that it is still the players first turn.

Winning:
When the player has "BROKEN THE CODE" and entered the correct numbers in the correct sequence, the numbers will FLASH and the number 4 will appear in the 5th and 6th columns. The number of turns taken will appear in the last two columns, to the far right of the screen.
If the player gives up, press the display key and the HIDDEN CODE will appear on the screen.

Suggestions:
Read how the CURSER works, if the wrong key is pressed, the digit may be changed to another number before pressing the enter key. Just move the CURSER left to right by pressing the CURSER key until the decimal is to the right of the digit to be changed.
Use the REVIEW keys to "LOOK BACK" or review previous entries.
In the beginning the player may want to write down the number digit entries and the "CLUES" from columns 5 and 6, but soon, use of the review keys will be preferred. After 8 turns, the entry from the previous turn will show up on the screen. Don't let this bother you, just keep on playing

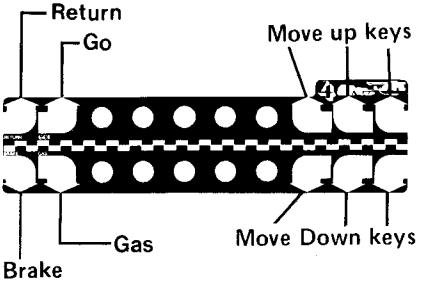
– your new numbers will overprint the last entry and your new entry will register in the machine.

Grand Prix: (Selection key number "4")

After you have selected the Grand Prix Game by pressing key number 4, the corresponding Grand Prix overlays may be placed on the Game Machine.

Object of the game: to keep the players car "in the race" for the longest time with the least number of accidents. This is done by moving the player's race car from lane to lane to avoid an accident. The final score shows how many cars were avoided during the race.

Operating keys for grand prix:



Go – Press to start the two minute race.

Gas key – Increases the speed of the player's car in relationship to the field and has the visual effect of slowing down the speed of the onrushing cars as represented by the moving dashes.

Brake key – Slows down the player's car in relationship to the field and has the visual effect of speeding up the oncoming cars.

Move up keys – These three keys are all the same. Anyone of them may be used in the same way in the race. They have two functions; first, to bring the players car from the pits onto the racetrack and second, to change lanes UPWARDS for the player's car.

Move Down keys – These three keys are also all the same and one of them may be used in the same way in the race. These keys all have the same function and change lanes DOWNWARD for the players car.

How to play: Press the GO key – this starts the two minute race. The player's car appears on the screen as a DOT above the yellow race car sign on the overlay. Opposing race cars appear as dashes whizzing by at high speed in any one of the 3 horizontal "LANES" on the screen.

(1) With a left hand finger, depress the GAS key. This will SLOW DOWN the other race cars and give the player a chance to get out of the pitstop and into the racetrack.

(2) When there is an opening between the race cars, try and enter the race. With a right hand finger, press any one of the move up keys. This will change the race car from a dot to a dash and bring it OUT of the pitstop and onto the racetrack.

(3) Change lanes UP and DOWN with a right hand finger. This is how the race car avoids onrushing cars and having an accident, (shown by the race cars tumbling action and the funny sound).

After each accident the race must be re-entered as in the beginning of the race (# 1). *NOTE: The race car does not move forward on the screen it can only be moved up and down in the three lanes.

Winning:
A perfect score is 99, (lots of luck) no one has ever scored that high. It means staying on the track almost the entire 2 minutes using the BRAKE key with almost NO ACCIDENTS. Any score over 50 is great – but practice makes perfect, so keep trying. At the end of the race the score will FLASH on the screen. Use the score sheets provided to keep track of scores.

Suggestions:
To score the most points, press the BRAKE key – but try several races using only the GAS key before racing faster with the BRAKE key.

We hope you enjoy your GAME MACHINE for many years to come. If you have any questions about your machine Calculator or Games, please write to us and we will send you a prompt reply.

www.handheldmuseum.com

Send all inquiries to:

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THE GAME MACHINE™

Score Sheet for . . .
SHOOTING GALLERY

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				

RULES FOR SCORING: Decide how many games you want to play. Record your score from the GAME MACHINE™ at the end of each game. High score wins.

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Score Sheet for . . .
GRAND PRIX

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
RACE #1					**RACE #1**					**RACE #1**					**RACE #1**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #2					**RACE #2**					**RACE #2**					**RACE #2**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #3					**RACE #3**					**RACE #3**					**RACE #3**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #4					**RACE #4**					**RACE #4**					**RACE #4**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #5					**RACE #5**					**RACE #5**					**RACE #5**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #6					**RACE #6**					**RACE #6**					**RACE #6**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #7					**RACE #7**					**RACE #7**					**RACE #7**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #8					**RACE #8**					**RACE #8**					**RACE #8**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #9					**RACE #9**					**RACE #9**					**RACE #9**				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				

RULES FOR SCORING: Decide how many races you want to play. Record score from the GAME MACHINE™ after each race. Add bonus points as follows: Over 30—5 points; Over 40—10 points; Over 50—15 points; Over 60—20 points. High score wins.

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Score Sheet for . . .
CODE HUNTER

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
TURNS TO BREAK CODE					**TURNS TO BREAK CODE**					**TURNS TO BREAK CODE**					**TURNS TO BREAK CODE**				
Game #1					Game #1					Game #1					Game #1				
Game #2					Game #2					Game #2					Game #2				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #3					Game #3					Game #3					Game #3				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #4					Game #4					Game #4					Game #4				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #5					Game #5					Game #5					Game #5				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #6					Game #6					Game #6					Game #6				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #7					Game #7					Game #7					Game #7				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #8					Game #8					Game #8					Game #8				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #9					Game #9					Game #9					Game #9				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #10					Game #10					Game #10					Game #10				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				

RULES FOR SCORING: Record score from the GAME MACHINE™ after each game. If you give up and display the code, add a five point penalty to your score. Low score wins.

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THE GAME MACHINE™

Score Sheet for . . .

COMPUTER BLACK JACK

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
PLAYER STARTS WITH $200 BANK					**PLAYER STARTS WITH $200 BANK**					**PLAYER STARTS WITH $200 BANK**					**PLAYER STARTS WITH $200 BANK**				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				

RULES: No bet over $50. If players first two numbers total eleven, player may double bet and take just one more hit. Game ends at end of score sheet or if player goes "broke." Each player starts with $200 Bank. BLACK JACK pays 3 to 2.

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